SALAMANDER ENTERPRISES LTD

KING SINGLE BUNK BED



WARNING

TO HELP PREVENT SERIOUS OR FATAL INJURIES FROM ENTRAPMENT OR FALLS:

- * Stand No : SA/NZS 4220 : 2010
- * Never allow child under 9 years on upper bunk.
- * Use only mattress meeting the specification on the upper bunk :

Bed type

Length

Width

Standard length

2050 mm

1090 mm

- * Ensure thickness of mattress and foundation combined does not exceed 200mm (8") and mattress is at least 160mm below upper edge of guardrails.
- * Guardrails must be attacched on both side of upper bunk for strength and stability of bed.
- * Prohibit horseplay on or under the bed(s).
- * Prohibit more than one person on upper bunk .
- * Ladder must be used when entering and leaving upper bunk bed .
- * Distributor's name : Salamander Enterprises Ltd

WARNING: TOP BUNKS AND ELEVATED BEDS ARE DANGEROUS

AND ARE NOT RECOMMENDED FOR CHILDREN UNDER THE AGE OF 9.

WARNING: TOP BUNKS ARE FOR USE BY CHILDREN UNDER 50 KG ONLY.

Falls from elevated beds can be fatal and deaths have occurred where children have fallen from elevated beds . This is relevant for all ages . The risk is greater for younger children .

The risk of injury or death from a fall from an elevated bed compared to a non - elevated bed is :

10 x greated for 7 - 8 years old

7 x greated for 9 - 10 years old

3 x greated for 11 - 12 years old

WARNING: The upper bunk bed must be more than 2 m from any ceiling fan .

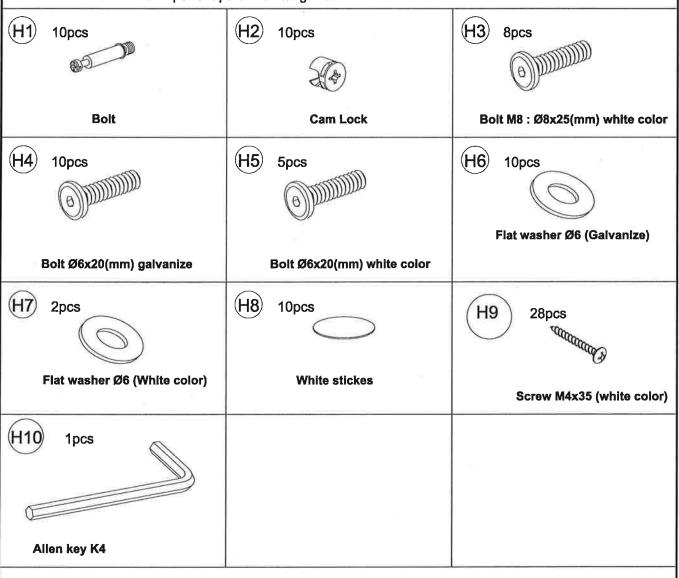
ASSEMBLY INSTRUCTION

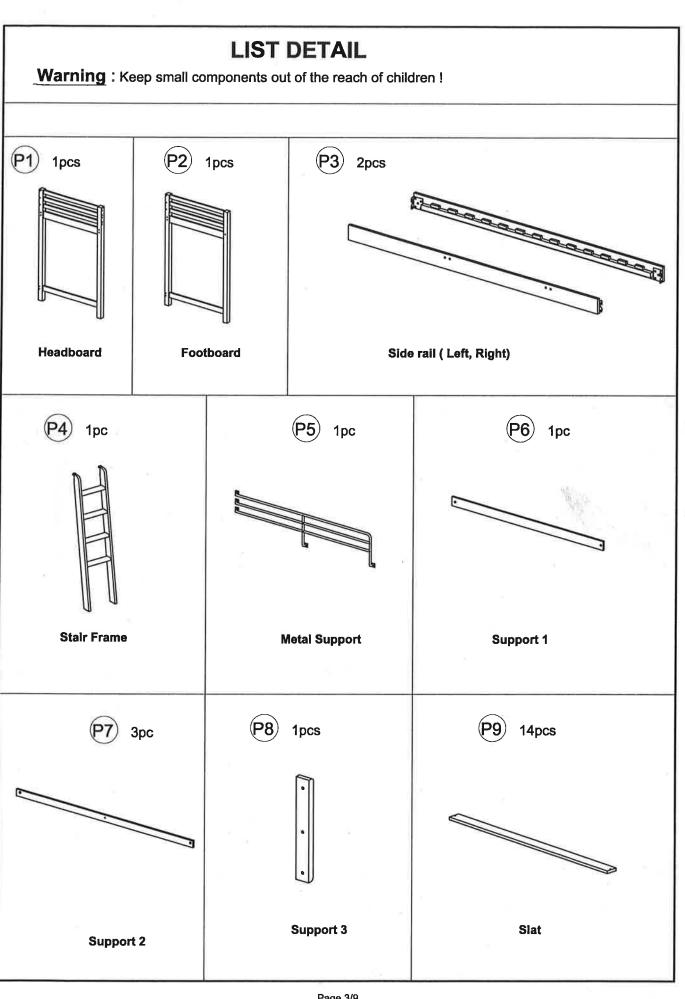
ASSEMBLY TIPS:

- 1. Remove hardware from box and sort by size.
- 2. Please check to see that all hardware and parts are present prior start of assembly.
- 3. Please follow attacched instruction in the same sequence as numbered to assure fast and easy assembly.
- 4. Do not use power tools as they can over tighten and damage components.

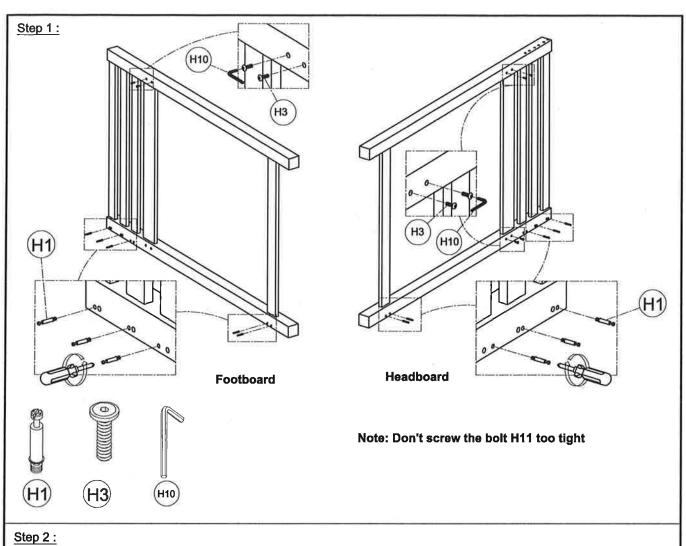
HARDWARE LIST

Component part and fittings contained in the box

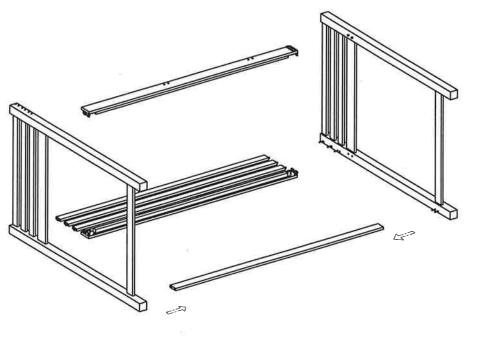


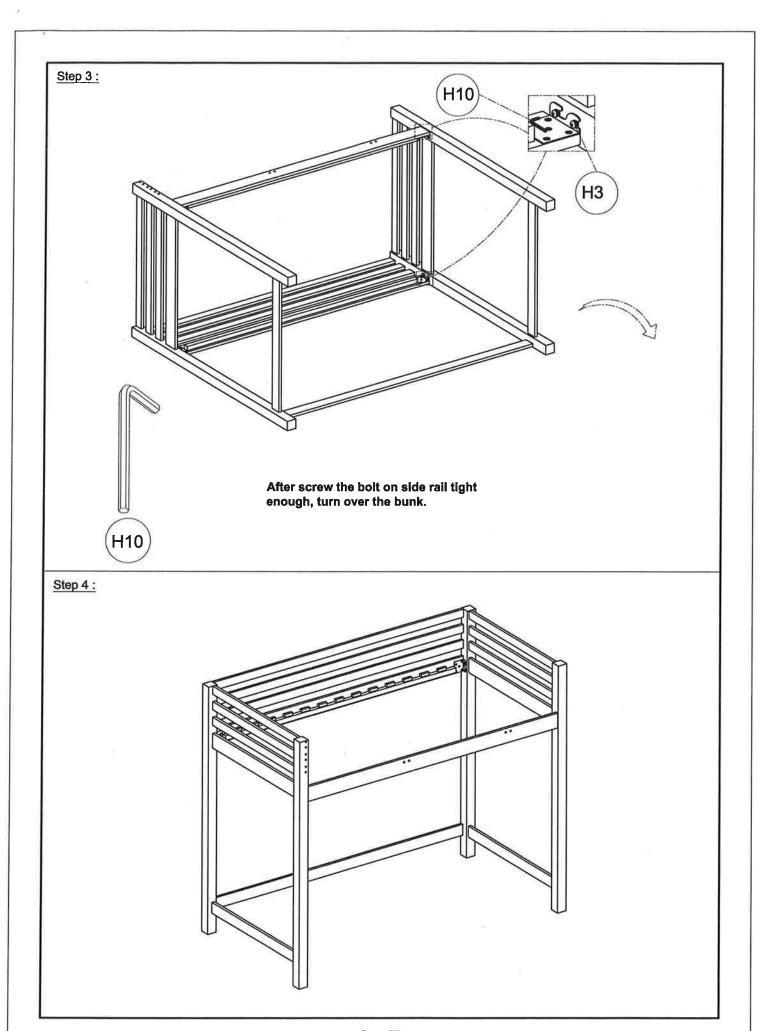


Page 3/9

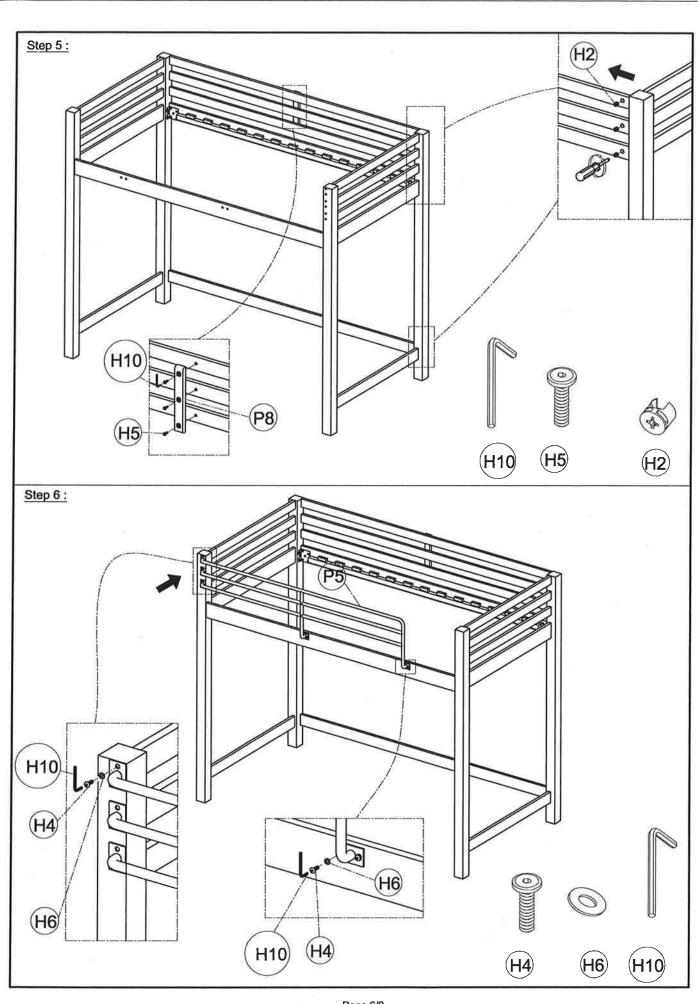




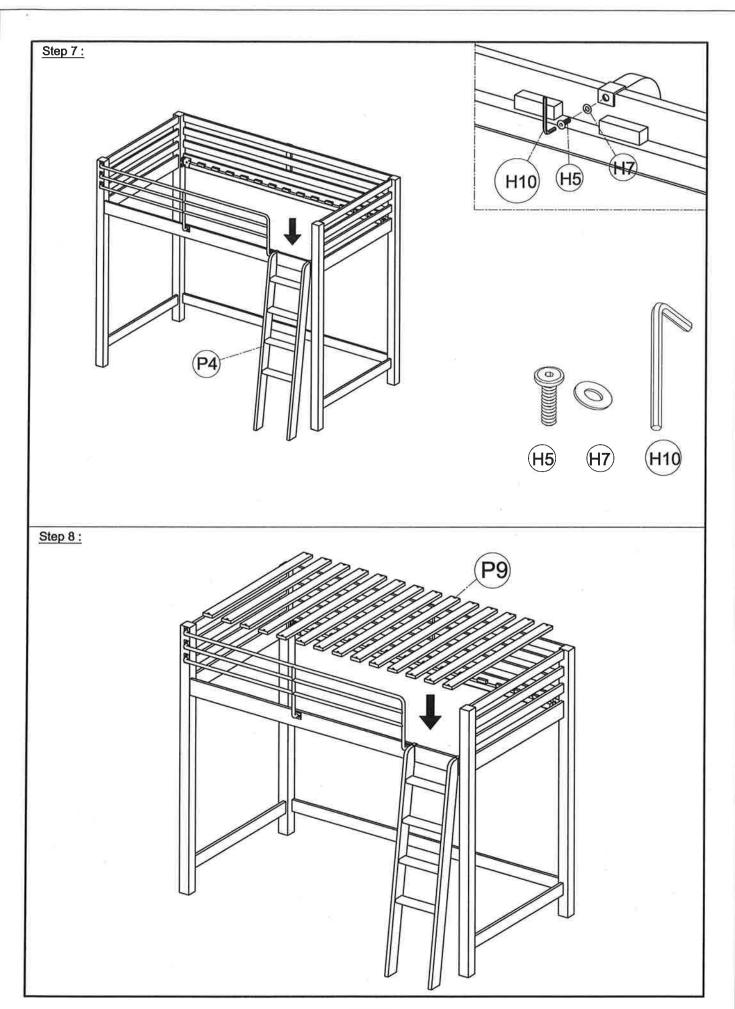




Page 5/9



Page 6/9



Page 7/9

